

# Hit The Beach!

## The Southern California ASL Club Newsletter



April 2002 Volume 7, Number 2

### The President's Corner

by Jim Aikens

The French say, 'the more things change, the more they stay the same'. In the case of our Club, I hope that's true. I want to thank you all for electing me as the 4<sup>th</sup> President of the Southern California ASL Club. I especially want to thank Brandon Liesemeyer for all of his hard work as President. Our Club owes him a great debt of gratitude. Lastly, I want to thank Matt Cicero, Paul Simonsen and Matt Romey who have agreed to remain on as Club Officers. In addition, in accordance with our newly adopted Club By-Laws, three Regional Directors have been added to that team. I am pleased to welcome Rob Feinstein, Scott Thompson and Rob Stai, all long-time active members of our Club, to their new positions. The Club will benefit greatly from their input.

Other than the addition of the Regional Directors, the only other significant change is that I've chosen to split the Treasurer's duties from the President. We have an approved budget for 2002 and Matt Cicero has agreed to take on the duties of Treasurer. Club financials will be posted on the website and updated regularly. Matt will handle all budgeted expenses as they occur. Non-budgeted expenses will have to first be approved by the Board.

West Coast Melee V was another great success for our Club. The combination of a sour economy and 9/11 pushed down our attendance a bit, especially among out-of-towners. Even so, we still had a showing as strong as WCM III. I'm pleased to report that the Club broke even on the event. Even more exciting, 20% of the attendees were first-timers to WCM! On behalf of our Club, I want to welcome **Sean Geraghty, Lance Roberts, Dave Myers, Phil Seymour, Dave Carroll, Karl Fisher, Dave Perham, Joel Berryhill and Grady Neely** into our Club. That's nine new members since February. Most ASL Clubs don't even have nine members total!

We have a good solid program planned for this year. Our next Club event will be our One Day Tournament at Scott Thompson's house on May 18<sup>th</sup>. Looking down the road, we have One Day Tournaments scheduled for August 10<sup>th</sup> at Biola and November 9<sup>th</sup> in San Diego. We've also done quite a bit of groundwork for West Coast Melee VI, which begins January 31<sup>st</sup>, 2003. We already have a

contract with Embassy Suites that basically matches last year's sweetheart deal. In addition to WCM and our One Day Tournaments, we're going to try something different. On June 15<sup>th</sup> we're planning a family outing with a visit to the Patton Museum near Palm Springs. This will be open to Club members and their families and friends. Look for more details on our Web Site.

I look forward to seeing all of you at our upcoming events.

**President@socalasl.com**



### Marching Orders

by Matt Cicero

Welcome back for another article-packed issue of **HTB!** Normally I'd spend the next half page ranting about something I feel is important or droning on about what you'll find inside this issue. Well, I thought I'd skip that and plunge into a more interesting subject...VASLing FRASL under the table. Huh? What was that? Read on, true believers and all will become clear as mud...

The inestimably, inscrutably, inexhaustible Tom Repetti fired out a missive to the SoCal List. The resounding **SLAP** was heard round Southern California...here's what he had to say...

*"Hola from the Rocky Mountains!*

*The Front Range ASL Club would like to extend a gloved slap in the face to all the puny girly-men of the SoCal ASL Club and challenge you to a club-to-club VASL match up like what we did with the Yankee ASL'ers.*

*You get your 3, 5, 7, or whatever odd number of guys, we get our odd guys (sic), and we go at it. The team captains will try to match up the players roughly by skill level, and then the players decide among themselves what scenarios to play. Best-of-whatever wins.*

*We went 5-on-5 against YASL and won the first 3 games with our lower-ranked people, then lost the last two with our higher-ranked guys. Sheesh. Still, a win is a win, and we currently stand undefeated in club-vs-club VASL competitions. Do YOU have what it takes to dethrone us?*

*(You most likely do; we collectively suck. Still, it's a good chance to meet and play people from outside your own normal gaming area and build up some club woofing points at the same time. We had a great time getting to know the Yankee ASL'ers, and I'm sure we'd*

*enjoy the games against you Left Coasters).*

*Anyway, there's the challenge. Hope you guys can get a group together to play us, cuz it's fun. I know you got some serious talent out there in Sunny California; let's see what you can do against the Rockheads from Denva."*



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# WEST COAST MELEE V: AFTER THE DUST SETTLED...

by Jim Aikens

*Although Jim sent this out to the SoCal List a month or so ago, I wanted to reprint it here so that other Clubs could enjoy an insider's look at our big annual social event...and maybe think about joining us end of January 2003 for WCM VI! -ed.*

Gentlemen,

## First a big congrats to the award winners for this year:

Champion:	Fred Timm
2nd Place:	Brandon Liesemeyer
3rd Place:	Sheldon Ryland
World Aflame Mini:	Matt Cicero
Classic SL Mini:	Rob St. Clair
Sportsmanship Award:	Sean Geraghty

Sean is new to our Club, and didn't know many guys, but he dove right in and played some great ASL. Everyone who played him remarked how enjoyable an opponent he was. That's what our Sportsman Award is all about!

## Total Attendance: 51

This number was down somewhat from our record setting WCM IV but was very close to the attendance numbers for WCM I - III (which averaged 53-55). In the face of the 9/11 trauma and the state of our economy, I think we should consider this a very respectable number.

Here's some good news: 10 of the 51 attendees had never been to West Coast Melee before. 8 of these live in Southern California and plan to regularly participate in future Club activities. These are guys that are either new to the hobby or are returning after a long absence. That's 8 additional guys regularly playing ASL due to the existence of the SoCal ASL Club. To me, that means that the Club is accomplishing its most important mission.

## Club Meeting:

The Club voted to accept the By-Laws as proposed. Jim Aikens was elected President. Rob Feinstein, Scott Thompson and Rob Stai were elected (unopposed) for South, Central and North Regional Directors, respectively. Matt Cicero, Paul Simonsen and Matt Romey have agreed to stay on as Club officers/directors. Matt Cicero has agreed to step up as Vice President.

## After Action Report:

Thursday: Doors opened at 3:00 pm in the Hospitality Suites. In all, we had 20 guys show up to play, eat sandwiches, and socialize. Everyone had a great time and enjoyed catching up with old friends without feeling like they were interrupting serious gaming.

Friday: Registration started at 8:00 am and by 9:00 am we had about 20 games in progress. The Club Meeting was held at 9:30 and took about 15 minutes. Club members expressed their gratitude to Brandon, who officially retired as President after 2 years. More players filtered in as the day progressed.

Saturday: We launched the Classic SL and World Aflame Minis at 8:00. We bagged the Dogs of War mini due to lack of sign-ups. We started the Desert Clinic and Scenario Playtest at 8:30 with two full teams. More players filtered in throughout the day. Around 11:30 pm Sheldon, Sam Belcher and a group of players sat down to a crazy game called the Heroes' Game; a wild multi-player ASL contest that generated jokes and laughter from both the guys playing and the crowd that watched.

Sunday: Playoff games for The Melee and the Minis. Others played pick-up games and later found their way to the hotel bar to watch the Superbowl.

As you all know, West Coast Melee is a team effort. Our Club couldn't put on such a high quality event without the efforts of a lot of guys. I want to thank the following members: Matt Cicero for hammering Embassy for a sweetheart deal that cut the cost of our facility rental and allowed us to cut the entry fees. He's also the guy that did the 7-0 packs, registration forms, flyers, mailers, promo packets, the signs and the registration packets. Paul Simonsen, who handled all of the data entry and tracked the attendees with frightening efficiency. He also backed me up all weekend at the T.D. desk. Matt Romey, for organizing the Desert Team tournament and Playtest Corner. Dave Nicholas, who spent the entire weekend with the new and rusty players, bringing them up to speed. I've received some very nice compliments about the fine work he's done with the 7-0 Program over the last two years. Rob Feinstein, for handling the tee shirt graphics, printing and plaques. He is one talented dude. Eric Morton and Dave Rosner, for organizing the two Mini-Tournaments. Shel Ryland, for infecting the room with his laughter and reminding us that ASL is fun. Finally, I want to thank Brandon for his 2 years of service as Club President and the support he's given me.

I want to extend my congratulations to the winners, and thank everyone who made the effort to come and participate. West Coast Melee V was a success thanks to all of you.

See you all next year!

Jim Aikens Tournament Director, WCM V

# The ASL Academy of Law

By Chuck Hammond

[A living room, sparsely furnished with a couch, coffee table and Ikea shelves. Every shelf but one groans under the weight of countless volumes, binders and boxes all bearing somewhere on the label... 'ASL.' The final shelf holds a television, a final pithy riposte echoing out as West Wing fades to commercial on the screen. View pans to include the sole occupant of the couch. Comfortably dressed in faded jeans and a t-shirt, a puzzled expression seemingly stuck to the 'everyman' face of a 35ish dude as he attempts to puzzle out the pithy riposte he has just heard. The commercial begins...the announcer, a 60ish man in 3-piece suit and garish tie, speaks from behind a large and somewhat worn desk with a massive 3-ring binder sitting to the side. His eyes rapidly tracking the teleprompter words, the announcer speaks in a rush...]

"Hi! I'm Mickey Gooney. Is your life going nowhere? Is your debt stacking up faster than the subpoenas in Kenneth Lay's IN box? Do you play ASL? Well, don't mistake us for any kind of solution but allow us nonetheless to suggest full-time enrollment at the Southern California ASL Academy of Law. Our unique, patented training method allows us to teach YOU how to be an ASLRB2 MASTER in as little as 132 sessions! That's right! In fact, after just 47 sessions, your friends will be asking YOU for rules advice rather than Fred Timm! So how does it all work? Well, let's meet a few of our faculty, all esteemed grognards, who will be molding your life here at SCASLAL..."

[As each person is named, the scene changes to depict a man dressed in a suit (and obviously uncomfortable) and three 30ish male students engaging in a discussion around a table in a classroom. ASL paraphernalia is spread out across the table. By the third introduction, it is obvious that the same table has been used for each shot and that the students are the same, though they occasionally change places or clothes. All stare at their professor with a Stepford-like

intensity as he speaks...]

[announcer] "...Dr. Robert Feinstein, Professor of ASL Graphic Design..."

[Feinstein] "...now we'll add the head and legs... <click, click>... see?"

[announcer] "...Drs. Rodney Kinney and Paul Simonsen, Professors of ASL Electronic Media..."

[Kinney and Simonsen, together] "...first, turn on the computer..."

[announcer] "...Drs. Don Petros and Bruce Kirkaldy, Professors of ASL Topography..."

[Petros and Kirkaldy, slightly out of sync] "...start by drawing a square, then grab your brown crayon..."

[announcer] "...Dr. Nadir El-Farra, Professor of ASL Scenario Design..."

[El-Farra] "...start at Amazon. Search for 'WWII Books'...then enter your credit card number..."

[announcer] "...Dr. Cloyde Angell, Professor of ASL Tournament Management..."

[Angell] "...SORT OF REMINDS ME OF THE TIME I WAS PLAYING TOM REPETTI AT AVALON CON '92. HE HAD \*ALL\* HIS TANKS LINED UP ON A \*SECOND\* LEVEL CRESTLINE. WELL, I CAME IN IN COLUMN AND..."

[Scene snaps back to the announcer behind the desk. As he speaks, he lifts (with great effort) the immense binder on his desk to an upright position. The cover, which is upside down, says 'ASLRB2']

[announcer] "There are no finer minds in all of ASL! With our <grunt> patented <huff> unique method <gasps> of teaching..."

[The screen blinks and a poorly spliced edit now has the binder right side up and the previously huffing man, is smiling without strain.]

[announcer] "...learn how to be an ASLRB2 MASTER! Call the ASL Academy of Law and accelerate the downward spiral of your life - before it's too late! Call 877-GROGNAR...and if you call in the next 2 minutes, we'll send you this beautiful genuine imitation dice cup with up to two of your initials engraved on the side!"

[announcer fumbles in a drawer, pulls out a translucent plastic tumbler with the letters 'MG' crudely written on the side in black marker which he then thrusts towards the camera and says...]

"877-GROGNAR...CALL NOW (now) (now) (now)..."

[As the sound fades, the man on the couch lurches towards the coffee table, rummages a bit, comes up with a phone and starts feverishly dialing...]

Ok, Chuck, so maybe I embellished a bit... -ed.



## OUCH!



I was playing one of the original Platoon Leader campaign games, "Easter at Tobruk", against Dave "Fingers" Coleman. My Aussies were required to hold onto two objectives: a bunker/trench complex and an adjacent stone building (overlay X2). Dave's Germans were nearing these objectives and all I had left to try to stop him was a leader with a radio...and a spotting round on board in front of him. In my defensive fire, I announced that I was going to shift the spotting round and convert to an FFE. The spotter was in the X2 building and requested the OBA to land right outside. Dave looks at me and says, "You know that you'll need back to back snake eyes to hit there due to the Night rules." "Yeah, stranger things have happened!" I replied back. Of course, I managed to roll the required back-to-back snake eyes, hitting Dave's assault force dead on and saving the day (or night, actually) for the beleaguered Aussies...

-Scott Thompson



# Product Review: Genesis 48, First Impressions

by Jim Aikens

First, let me make it clear that I'm no great fan of Critical Hit!. I have played some of their modules (owned by others) but have generally avoided their products with the exception of some of their early magazines. I'm not going to comment on the reputation of CH! customer service or business ethics. Nor am I going to comment on my experience with their other products, other than to say that those I've tried I have been unimpressed with. I decided to make an exception in the case of *Genesis 48* for two reasons: 1) I'd heard some good things about it on the ASLML and at ASLOK and 2) I have a long standing interest in the topic and have recently read the book, *Oh, Jerusalem*, which appears to be a prime source of material for this module.

The module is essentially a Historical Study of Israel's war for independence in 1948. It includes a historical map of Old Jerusalem, 15 scenarios (of which 2 are played on the historical map and the rest on geoboards), a C.G. using the *Platoon Leader* system, 3 counter sheets (two 1/2 inch, one 5/8 inch), an overlay and two player-aide cards. There's a 32-page booklet that includes special rules for new units and a complete 'Chapter H' section covering the plethora of vehicles and guns that see action in the game. It comes wrapped in a folder (not a box).

I was favorably impressed with the design aspect of this game. The scenarios look interesting and cover a variety of different actions and combatants. There are no 'tourney' size scenarios. It's obvious that the designer(s) did a lot of research on the 'Chapter H' portion and the individual scenario designs. For the most part, I think the special rules do a good job projecting the characteristics of the combatants, although I think the Israelis are a bit overdone (T-H Mol Heroes; special benefits for certain units placing demos; some ability to deploy and recombine without a leader...just to name a few). The only downside to the scenarios is the necessarily complicated terrain SSRs to reflect the unique Palestine terrain. I'm not sure there's an easy way to get around them, though. I think this may be part of the price you must pay to have an interest in this subject matter.

I was less impressed with the production aspect of the module. Although the historical map is done on good quality paper, the map itself was a disappointment. One look at it and you realize why Don Petros is so prized as a board artist. The map art has a very amateurish look to it; very difficult to read. The out-dated 3/4 inch hexes compound the problem. The module comes with three counter sheets, including an Israeli OB in light blue. The Arabs are done in familiar ASL colors. The ALA is Italian gray, the Arab Legion is in British tan, and the Egyptians are in Russian brown. My complaint is the Israelis have a unique color, but no concealment counters. As for the other nationalities, most have a smattering of squad types, a few leaders and support weapons, and no half squads or con-

cealment counters. I would have rather seen these nationalities limited in squad types to pieces that I already have (the differences are slight anyway) and use the 1/2" counters to give me a complete Israeli OB, including concealment. I have no such complaint with the 5/8 inch counter sheet because this is effectively what was done. Of course there's the drawback of using CH!'s artwork and icons, but after a while you can get used to them. Although the scenario cards and player aides are well done, I thought the rules booklet looked very cheap. It is printed on low-grade paper with grainy printing and graphics.

The bottom line...the physical components do not do the module justice. They make what would otherwise be a good product look cheap and amateurish. When you consider that the retail price of this module is \$49.95, you'd think CH! could give such a worthy module a more polished presentation. On the whole, is it worth it? That depends. If you have a passion for the topic, and can overlook the physical inadequacies, then it probably is. If your disposable ASL dollars are hard to come by, you may want to rethink this one.



## Spring One-Day Tourney !!!

I'm not sure what the rest of you are doing on Saturday, May 18, but I plan to raise some hell at Scott Thompson's Fortified Location! We are gearing up for some serious fun, including...

- Robert Hammond, Tourney Director *Extraordinaire*
- Chas Smith's Never-Before-Seen Super-Kick-Ass Scenarios
- Matt Romey's Triple X Prime Home-Brew Hooch-Beer
- Jim Aiken's "Hockey Puck Special" Grill-Fest
- Matt Cicero's BIG HUGE BLUE....cooler (man, that's weak...)
- Scott Thompson's Women. Yup, Scott lives with 3 of the fairer sex!  
(Ok, so it's his wonderful wife and 2 little girls...but I had you goin'!)

How can you afford to miss this event? I mean, there are about 58 people signed up to attend...that leaves, like three of you! So get movin' and clear the day with your better half already!!

The Club has you covered with sodas, burgers, dogs and the usual fixins. Of course you can bring something else to eat... I'm sure Jim can burn the hell out of it on the grill for ya...just give him a chance!

Remember to bring your club dues if you haven't paid (\$15) and the One-Day Donation (\$10 non-member, \$5 member). Of course, if you pay your dues, you automatically get the reduced One-Day rate!

If you need directions, check out the club's website:

[www.socalasl.com](http://www.socalasl.com)

See you there!!

# One Way To Skin A Bear: German Strategy for *The Last Bid* (RB5)

by Matt Cicero and Brandon Liesemeyer

A few months back, Brandon Liesemeyer suggested we give *The Last Bid* (RB5) a try as an alternative to playing a Campaign Game. He was stuck working up in LA during the week and so we thought this would be fun...especially since we all love Red Barricades. So, Sean Geraghty and Bryan Earll took up the Russians and Brandon and I started pouring out the German counters. I'd never played anything quite this big before since even my one go at a RB CG never reached 80 squads plus toys per side! This would be something new and exciting.

At first, we talked about writing up the entire game as a replay of some sort. Unfortunately, that turned into a much bigger project than expected. Still, I wanted to record something of the experience. In the end, I decided to make some notes about how we, the Germans, were going to approach the scenario. And that was how this article was born.

*The Last Bid* portrays a tactical situation much like *RB-CGII*, *Operation Hubertus*, without the complications and added flexibility inherent in a CG. This monster is 21 Turns flat out with no breathers or force realignments. If your set-up or assault is off a bit, you'll just have to adjust on the fly. Same goes for unexpected breakthroughs, key leader losses and untimely demise of heavy weapons... plan for it, deal with it! With all this in mind, a few hours of map staring and some rules perusing, the German commanders set out their Plan. We weren't sure it would work, but we were going to try to stick to it. Here's what we did...

## Basic Realities

The first thing was to boil down the Basic Realities of the scenario to help set the foundation for our planning. Nearly every scenario has a set of Basic Realities...sometimes it is a low ELR, sometimes it is a high SAN and sometimes it is simply the nature of the VC. We saw the following for *The Last Bid*:

- The Germans need to take (every Location) of 12 buildings, including the 2 factories.
- The Germans need to HOLD the buildings till the end of the game.
- This is not tank-friendly terrain.
- The Russian will channel our attacks using his OBA, ordnance, minefields, fortified locations and AT Ditches.
- The Germans get their reinforcements before the Russians but the Russians get a lot more.

## The Plan

"Russians don't take a dump without a plan, son..." said the politician/actor...and we felt the Germans should listen up to that good advice as well. Objectives are critical in ASL. In smaller scenarios, they generally follow the requirements set out in the VC. There usually isn't enough time or force to get fancy with intermediate objectives or grand strategic planning. A sure sign of an incredible scenario is one where you DO have the opportunity to set such objectives. *The Last Bid* gives you enough time and forces to try just about anything. That's why we felt we should have a set of strategic objectives and some tactical guidelines to see us through the next 21 Turns of ASL.

## Strategic Objectives:

What do we want to keep in the back of our mind as we strive to win this scenario? What do we want to maneuver every squad and tank to achieve? We boiled things down and came up with the following strategic objectives to guide our play.

### Primary Objectives: Take the Large Factory (S33) and the Commissar's House (BB18).

We felt an early thrust with overwhelming strength into the Commissar's House and the Large Factory would unhinge the defense by breaking the Russian line in two critical places. Further, if successful, these buildings would serve well as springboards to surround the Small Factory (S28) and several other key victory buildings in the center and enable the German forces to consolidate their positions before significant Russian reinforcements could arrive from the Eastern Edge. Though casualties were expected to be higher due to the rapidity of the thrust, we believed that the concentration of force would cause proportionately more Russian casualties as units were broken and overwhelmed.

### Secondary Objectives: Interdict Russian reinforcement of Primary Objectives.

In order to improve the chances of success for achieving the Primary Objectives and to support the rapid consolidation of gains, it was essential that Russian troop movements from the flanks and Eastern Edge be slowed and/or disrupted.

#### Prevent retreat of southern forces across the gullies in the south.

Interdiction of the Russian left flank will prevent forces from reinforcing the Large Factory or the middle-board buildings. It also permits a concentration of German firepower on a (probably) small segment of the Russian forces, hopefully allowing a rapid consolidation of victory buildings and elimination of Russian units.

#### Prevent contraction of northern forces south of the Chemist's Shop (X9)

The northern-most victory building is expected to be lightly defended. However, the Chemist's Shop represents a potential strongpoint from which forces could consolidate to the south and east. Our objective is to thrust sharply just south of the Chemist's shop to isolate the northern flank (which can then be reduced as opportunity permits).



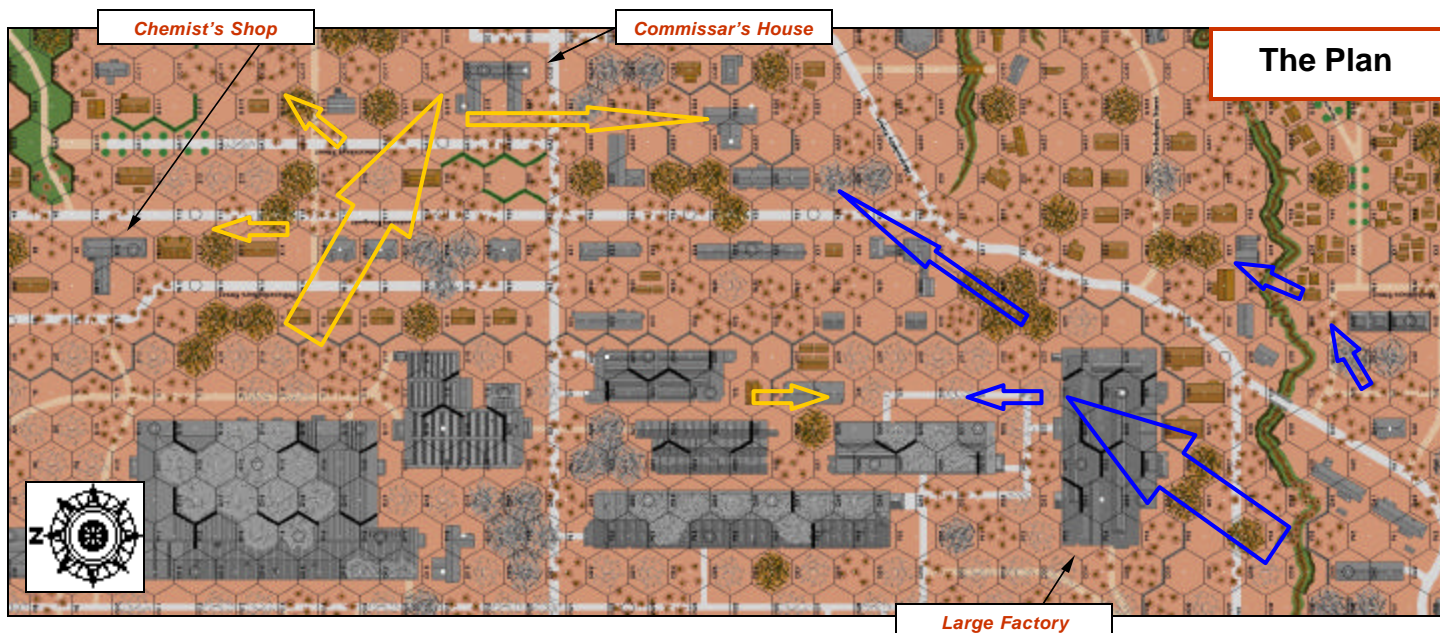
(Continued on page 6)

### Interdict reinforcements from the Eastern Edge

Russian reinforcements can begin arriving as early as Turn 3, though it is likely that significant troops will not arrive till Turn 7. Interdiction of those forces as they arrive is essential. OBA and fire from higher-level vantage points will be critical to slowing down the Russians as they move up the gullies to reinforce their brethren. Particular attention will be paid to interdicting the gully exits.

### **Note:**

This secondary objectives will grow to become the overriding Primary Objective if our assault is successful and the Large Factory and the Commissar's House are taken. At that point our forces are likely to be much reduced and perhaps unable to continue the attack. Interdiction of arriving Russian reinforcements will be critical to break up formations before they can gather for a concentrated assault to retake victory buildings.



### **Tactical Guidelines:**

So we had our overall strategy in mind. Now we had to figure out a way to achieve our objectives. After some mumbling and squinting along potential LOSSs, we came up with a few tactical considerations to better guide our assault.

#### **Find the HIPsters.**

We hope to locate the Russian Observer, ordnance and HIP squads. The Observer swings a big stick with 120+mm OBA capable of blowing German squads out of factories, buildings and existence! The Guns, once located, can be neutralized and thereby give our tanks a little room for maneuver in this unforgiving terrain. The HIP squads could cause trouble in a number of ways, especially if used in combination with a tunnel or SWs. The infantry will bear the brunt of this effort, as it should.

#### **Covering Smoke.**

Critical to the maintenance of momentum is the use of Smoke to obscure the main avenues of assault and the primary firebases of the Russians. We have a lot of Smoke capability in our ordnance, AFVs and the smoke grenades of the 838s and 548s. With 7 Guns and 3 MOL-PS, the Russians are well equipped to handle our AFVs. The 12 heavy and medium MGs could create a mess of our infantry. Rather than standing and firing to eliminate certain threats, Smoke will be used to eliminate their ability to threaten.

#### **Keep Moving!**

Our offensive plan is one of maneuver and rapid exploitation. We intend to take full advantage of the assault fire capabilities of our elite troops, their high morale and judicious employment of DCs and FTs to move forward whenever possible. We will employ firebases as needed, especially with the help of the 10-3 and 9-2s, in order to help neutralize Russian strongpoints. It is expected that pressure will not be lessened throughout the assault.

#### **Kill them all!**

We are going to strive for a 2:1 ratio of squad losses while we can maintain a high concentration of firepower. It is expected that by the time significant Russian reinforcements arrive, the concentration of German firepower will be somewhat dissipated due to loss of/use of SWs and attrition of troops. Therefore, early attrition of Russian troops is critical to maintain superiority in the late game.

#### **Beware the Snipers and the Berserkers.**

It may seem a small worry at first but when you have 21 turns, chances are Snipers will activate and do some damage...especially  
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when the Russian SAN is a 5! Likewise, when Russians get HOB, they tend to turn orange and charge things! We recognize the potential for damage each of these could cause and plan to minimize their threat as much as possible. That means sacrificial half squads in shellholes and an awareness of where the sniper is at all times so that Mr. 10-3 doesn't end up with a hole in his head. It also means assaults with enough firepower to not only break up defensive positions but also to knock down foam-mouthed lunatics charging out of buildings.

### **The Setup**

Given our Plan, we felt we were ready to meet any Russian deployment of forces. Our setup, in the end, was finalized with both our strategy and the particular Russian setup we faced in mind. Still, there were some things we did that might prove useful to you as you gaze out on the endless sea of little brown counters confronting you!

#### **Splitting Command and Control Duties**

Rather than spend a lot of time splitting forces, we simply divided the troops as evenly as possible after creating a reserve of about a dozen 467s with a leader to hold the center of our line just north of the Small Factory. I took the Southern Assault Force with the Primary Objective of taking the Large Factory. Brandon took command of the Northern Assault Force with the Primary Objective of taking the Commissar's House. The following distinctions in the composition of our forces were made:

- The 10-3 went to Matt so Brandon took the extra 9-1.
- The extra FT went to Matt for Factory reduction purposes.
- OBA and ordnance were considered pooled resources with targets chosen each turn based on overall need.
- The central reserve command of 467s was handled by Brandon.

#### **Playing with Ordnance and OBA**

Ordnance was sighted in to be able to provide covering Smoke initially and then target key enemy strongpoints. We spent some time discussing the merits of rooftop mortars and finally placed one on the rooftop centrally and one on each flank to better spread the Smoke capabilities. OBA was pre-registered on the Commissar's House but was initially deployed on the north facing of the Large Factory to help deter reinforcement of that building and to reduce the number of safe rally locations and to restrict defenders' movements.

#### **Tanks and Halftracks**

The AFVs, given their entry locations upon arrival would be handled by the commander closest to their entry. Thus, the initial AFVs went to me in the South and the Turn 6 reinforcements would go to Brandon. The remaining reinforcements would go wherever needed. The key to the successful deployment of tanks was to eliminate the threat of the Russian ordnance and to allow the tanks to apply their strength where it would do the most good...reducing stubborn pockets of resistance. With limited maneuver room, it was expected that the tanks would not be rushing forward to cut rout paths. The halftracks would be vulnerable until the majority of the anti-tank weapons were silenced. However, they would provide the means to rapidly deploy the reinforcing 838s and then bolster the thinning ranks of Germans where needed.

#### **Deployment**

Overall, I concentrated my forces in the south to hit the Large Factory on its southern face and to seize the three stone buildings just east of the starting line. Brandon concentrated his forces just south of the Chemist's Shop and strove directly towards the Commissar's House while secondary forces cut off and began to wrest control of the Chemist's Shop. We held the floating reserve just NW of the Small Factory and planned to drive towards a meeting point somewhere east of the Small Factory.

### **So, Did the Plan work for us?**

Well...yes and no. We were able to achieve victory but it is still debatable whether it was due to sound German planning or to three disastrous impacts on the Russian defense: 1) the loss of the Russian 10-2 on Turn 1; 2) the terribly inaccurate Russian OBA; and 3) the lack of any significant Russian reinforcements until Turn 10.

Whether you try it our way or not, I'd really recommend you grab three friends and give *The Last Bid* a go. It is a lot of fun, though it takes nerves of steel to play the Russians. And it is a nice alternative to a CG. As for our Plan...well, maybe it will work and maybe it won't! The important thing is to think about what Your Great Plan will be before you begin your next scenario.

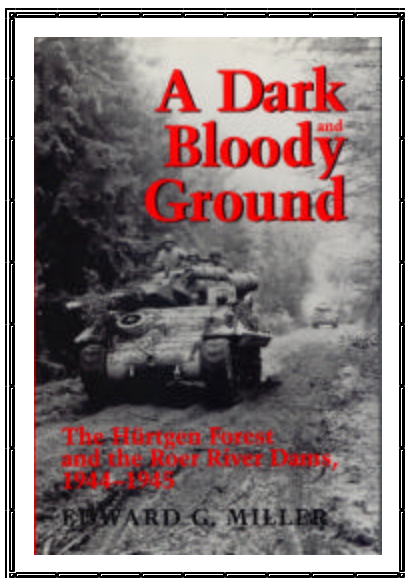


*Our setup finished, I reached for my dice cup...*

# Book Review: A Dark and Bloody Ground

by Matt Cicero

Edward Miller's, A Dark and Bloody Ground is a superb study of the battles in and around the Hürtgen Forest from September of 1944 till February of 1945. I particularly enjoyed this book for three reasons:



ISBN: 0-89096-696-5

1. The book provides great coverage of the strategic and tactical situation from both the American and German point of view.

2. There are excellent maps throughout the book that help clarify the text.

3. Enough small unit action is described to make any ASL scenario designer's mouth water.

## The Situation

Miller attacks his narrative by first laying down the strategic situation. The book covers, primarily, the operations of the

VII Corp along the front from roughly Eschweiler in the north to Monschau in the south with the vast majority of the fighting taking place in the center, near Vossenack. Miller describes the major formations involved but wisely chooses to detail units only as required by each tactical situation. German forces are well covered though not as detailed as American forces.

The book unfolds in chronological order. Each major American offensive is broken down and detailed to a logical pausing point. In this fashion, Miller rapidly describes the initial VII Corp operations in the Forest, the early offensive by the 9<sup>th</sup> Division, the lull in October, the attack by the 28<sup>th</sup> Division, the November offensive, the battles in the north and the final taking of the Roer River dams.

## The Maps

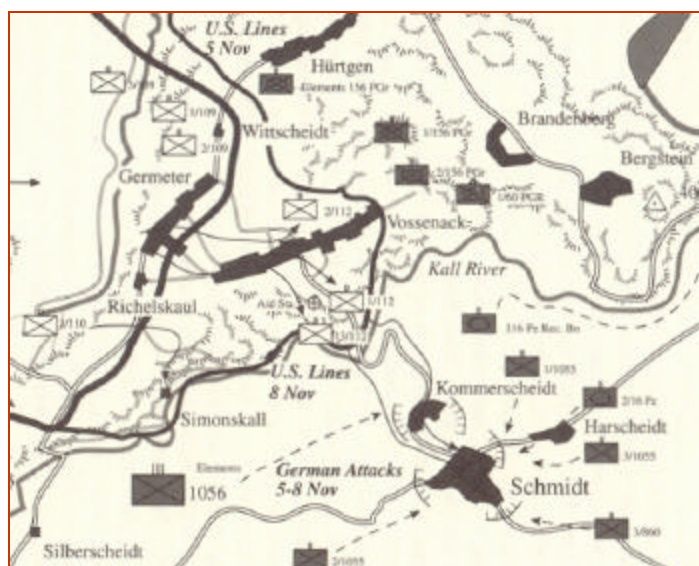
I have to admit...I really like maps. That is, I like detailed maps that are to scale and which clearly illustrate the movement of forces. Miller has a great selection of maps that really help clarify each tactical situation described. The scale of units represented is appropriate to the level of detail in the text. If I had one complaint it would be that the maps are not always conveniently located to match the text. I found myself earmarking the maps I used most often and flipping back and forth a lot. In fact, it may be even more convenient if the maps were gathered together in an appendix. In any event, the detail provided was very useful and really enhanced the story for me.

## The Action

Often authors are forced to moderate the scale of their writing to match the scale of their subject matter. Thus we see novels about the Battle of the Bulge featuring division-level descriptions. The battles in Miller's book tend to begin at the battalion or task force level but quickly grow more detailed so that numerous small unit actions are related throughout the text. Weather, terrain, the morale of the troops, the state of preparedness and even the thoughts of commanders are woven into the narrative. Quotes and anecdotes from the men who were there add depth to the story. All of this provides great source material from which scenario designers can glean a number of potential scenarios. I know I marked eight different engagements that were so detailed that I felt the scenario would require only a minimum of additional research on my part!

## The Conclusion

Miller ties the book together with an analysis of the American conduct in the Hürtgen. He does a credible job of explaining why American military leaders chose to fight in the Hürtgen, why American offensives were so terribly costly and what could have been done to mitigate losses throughout the campaign. Overall, it was a thoroughly enjoyable book and a valuable addition to my collection of references...if I ever get around to writing a darn scenario or two!



## Words That Echo...

"Hürtgen was a maturing, growing up experience in double time."

*Lt. Roy M. Hanf  
Company C, 47<sup>th</sup> Armored Infantry Battalion  
Nov 30, 1989*



# Marketing and ASL: Looking Backward and Forward

By Jim Aikens

## The Demo Project

In December 2001, Curt posted a note to the ASLML asking for volunteers to run demo games at local Wizards of the Coast and Gamekeeper stores during February and March 2002. This was supposed to be a 'top down' effort with support from Hasbro (which owns ASL and both store chains) to make sure store managers knew what to expect. There was also talk of a 15% discount coupon for ASL products. Many players around the country volunteered to do individual demos. Our Club led the pack by organizing no less than 9 demos throughout Southern California. I want to stop here a moment and extend my personal thanks and the Club's appreciation to Dave Rosner who took the lead and drove our Demo Program so successfully despite some unexpected challenges.

What challenges? Well, although Hasbro provided the discount coupons, they did not inform their store managers about the promotion. Consequently, Dave had an uphill fight to sell the project to the stores, a number of whom were reluctant and even hostile to the idea. MMP, meanwhile, had promised 'demo kits' and tee shirts to support the promotion. Well, we only managed to get one 'kit' and 2 tee shirts in time for the demos.

Despite all this, the Club gave a terrific response when the call for volunteers went out. I want to thank Scott Thompson, Sean Geraghty, Steve Treatman, Dave Reinking, Grady Neely, Fred Timm, Eric Visnowski, Bruce Kirkaldy and Paul Simonsen, who joined Dave and me to put on the demos. In many cases, the volunteers found they had to do some significant follow up and coordination with the stores despite earlier efforts.

("Marching Orders" Continued from page 1)

Bold, with just a hint of daring. Well, in no time at all, Matt Romey was volunteered to gather our Band of Bruders and begin our online clash within the VASL server to see who would fall first...the Oxygen-Deprived Champions of the Rockies or the Sun-Baked Boyos of the Beach.

Needless to say, the competition has been fierce...one might even dare say....vicious. To date, we have the following matchups and results...

### FRASL vs SoCal

Tom Repetti vs Matt Romey:	Blood Enemies [J48]	SoCal Win
Bill Stevens vs Chuck Hammond:	Abandon Ship [WCW5]	SoCal Win
Seth Sparks vs Sean Geraghty:	Death at Carentan [A59]	Turn 4
Zeb Doyle vs Robert Feinstein:	Eye of the Tiger [WCW7]	Turn 3
Greg Hubbard vs Nadir El-Farra:	Panthers in the Mist [KGP 3]	Turn 2
Jerry James vs Scott Faulk:	The Bridge of Verdalsora [J36]	Turn 1
Tom Jazbutis vs David Meyers:	Battlin' Buckeyes [J2]	Turn 1

I notice two things when I look over this list. First...that we are

(Continued on page 12)

Did it work? Well...most of the demo teams reported similar results: occasional interest or comments by a few passersby. No strong response. No new Club members. No increase in sales. In one respect, however, it was productive. We showed a lot of reluctant store managers that there is a viable, committed, organized group of ASL players who want to make this hobby grow. In the end, though, I think there are other, more efficient ways to market ASL.

## Marketing ASL

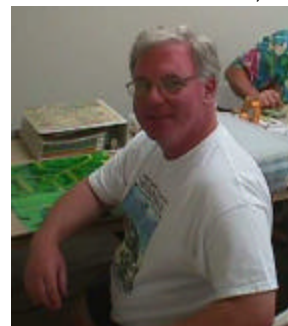
There are two ways to sell something. The first is direct sales. This works for consumer goods (such as soda, soap and political candidates); items that the masses would find use for and might potentially purchase. In this model, the name of the game is 'exposure'. The more people exposed to the product, the higher the sales will be. That's what we were trying to do with the store demos. The problem is that ASL is not a consumer product. The model doesn't fit.

The second method, used by small businesses and service companies, is networking. It's based on the principle that people like to do business with people they know and are comfortable with. Here, the key to success is partnering with stores to target those people who show interest in ASL. The SoCal ASL Club is a service; we provide support for the ASL hobby and its players. Our challenge is to find a way to let potential players know about that support easily.

The idea is to contact game stores that sell ASL products and propose to managers that we serve as a source of support for ASL...for both store employees and interested customers. To help contact us, we propose that the store display SoCal ASL Club business cards near the ASL products and that clerks are instructed to refer to them. The cards will have some basic contact info and interested parties will be able to contact the Club with questions about ASL or the Club.

Why would this work? At present, many store clerks and managers know little or nothing about the game. This can be a real turn off for a buyer, who may want to know if this \$100+ game is fun, if it is too complex and where he can find opponents. We can answer those questions. Consequently, the store may sell more ASL stuff and we'll have first crack at those new players! To sweeten the pot further, we could create a page on our Web Site that lists the stores who carry our cards and support our Club and encourage our members to support them with future purchases. An ASL store network, if you will.

I think this can be accomplished with minimal expense to the Club and minimal effort from the membership. We are in the process of developing some trial cards. I will keep you posted on further progress and ask that you send me any ideas you may have to promote the Club.



# The Pastor's Corner: So, it's Official?

By Robert Hammond

I was looking at official scenario J62, *Lee's Charge*, in *Journal #3*. Chas Smith of *Bounding Fire* designed this scenario and the scenario first appeared in the *Hell on Wheels* scenario pack under the same name. When I heard this scenario was going to be officially published by MMP, I knew the TOT 'soft armor' SSR wouldn't make it. I wondered what, if anything, would replace it. As it is, there is only one change from the original version of the scenario to the official version.

## In the original scenario, SSR #2 states:

"All, some, or none of the US tanks may be recorded as having type F or F-S soft armor (TOT 2.2)."

## In the official scenario, SSR #4 states:

"To simulate ad-hoc armor applied to the vehicles, the American player may designate two of his AFVs as being equipped with Schuerzen (D11.2)."

What's the difference between 'soft armor' (better known as sand bags), which was used by Americans and Schuerzen, which was never used by Americans? Both types of supplemental armor were designed to defeat Shaped Charge Weapons and the type of round they fired - HEAT. And they did! However, soft armor was designed with the PF in mind whereas Schuerzen was designed with the PIAT and BAZ in mind.

So, here's a look at the differences between the TOT soft armor (F / F-S) and Schuerzen. If you have the TOT soft armor F, the front hull of your tank is covered with sand bags if you have a turret. If you do not have a turret, the upper superstructure is covered with soft armor. The F stands for front. Both German (1942-1943) and US (1944-1945) tanks can have this armor. If you have soft armor F-S, the front hull, the side hull and the side upper superstructure are covered with sand bags. Only US tanks can have this armor. The benefits to having soft armor are as follows:

1. Any target facing so covered has its printed AF raised by one full level when attacked by HEAT (i.e. AF 8 becomes AF 11).
2. Normally, a Dud is a TK of 12. However, a hit through the front facing with HEAT results in a Dud on a TK DR of  $\geq 10$ . A hit through the side facing with HEAT results in a Dud on a TK DR of  $\geq 11$ .
3. A hit by AP/APCR of  $< 50\text{mm}$  lowers the base TK by one.
4. An ATMM has its CC DRM lowered to -2.
5. Any attack by ordnance [EXC: Critical Hits] against a target facing so covered receives a -1 DRM to any Shock TC.
6. You cannot lose soft armor.

The detriment to having this type of armor is as follows:

1. If you have type F, your printed MP is lowered by 1 and you are two tons heavier.
2. If you have type F-S, your printed MP is lowered by 2 and you are four tons heavier.

Schuerzen is found only on German tanks. It covers the lower and upper sides of the AFV. If the AFV has a turret, the rear turret has Schuerzen, also. Now, the benefits to having Schuerzen is as follows:

Any HEAT round that strikes Schuerzen causes the doubling of the lower dr of the TK DR.

The detriment to having this type of armor is as follows:

Your AFV loses all Schuerzen if it enters rubble/building/woods.



Now let's do a little comparison between the two types of supplemental armor. In *Lee's Charge*, there are two M4A3 (75)W. For each of our examples, one of the M4A3(75)W has soft armor F-S while the other has Schuerzen.

## Example #1:

A PF strikes the front hull and the TK DR is a 10. The M4 with soft armor survives because the PF is a Dud. The Schuerzen on the other M4 is of no help as there is no Schuerzen on the front, so the M4 is turned into a burning Wreck.

## Example #2:

A PF strikes the side turret and the TK DR is an 11. The M4 with soft armor survives because the PF is a Dud. The other M4, even though the PF strikes Schuerzen, still wrecks the M4. The final TK # is a 16 because of the doubling of the lower dr of the TK DR. The final TK # of 16 plus the AF of 6 equals 22 which is less than the TK# of 31 for the PF. Even if the hit was by a PSK (TK=26), the M4 is still wrecked!

So, how hard would it have been to keep the soft armor SSR? The soft armor plays easier and you have a chance of survival, whereas Schuerzen, in this scenario, adds nothing but record keeping. So, just because the scenario is official, does it mean it's a better scenario? Well, I leave it for you to decide. As for me, I'll play the US in this scenario but ONLY if I receive some sand bags.



# Roll Call! ...Paul Simonsen!

## **HTBI: Where are you from? Any military experience?**

**PS:** I was born in Connecticut, but grew up in the South Bay area. I wasn't in the service, but many of my uncles, grandfathers (and my father) served in the Army or Navy.

## **HTBI: What got you started with ASL? When?**

**PS:** I started wargaming with my dad when I was in Jr. High. We played War at Sea, Battle of the Bulge, Tactics II and gradually moved into playing The Longest Day and Highway to the Reich. Oddly enough, we never played Squad Leader. A friend from High School, Jeff Gaul, introduced myself and Karl Fisher to Squad Leader.

## **HTBI: How did you learn the game?**

**PS:** Jeff Gaul was Germans and Karl and I split the Russian forces in Guards Counterattack. I don't recall what happened to Jeff after this, but Karl and I continued to play through the rest of the Squad Leader scenarios. Once we finished those, we decided to skip over the other SL packs and jumped into ASL. We played most of the Beyond Valor scenarios before I went to college. After taking a back seat through college, I picked it up again and found the ASL Mailing List. It was shortly after that that Kent announced on the list that he was starting back up the LA ASL club.

Playing against other club members and at the tournaments has taught me the most about ASL. There's nothing like having something done against you to help you learn the game better.

## **HTBI: Why do you like ASL over other games/forms of entertainment?**

**PS:** ASL is great because it has so many types of scenarios: gliders, beach assaults, night, large, small, heavy armor, infantry only, etc. The system is so flexible and so thorough that it is very hard to get bored by the game. The other reason is because of the randomness in some of the events. You really have to keep on your toes and learn how to adjust after the sniper just took out your best leader.

## **HTBI: How do you like to play ASL? FtF, Tournaments, VASL...**

**PS:** I prefer FTF because it is how the game should be played. The best type of FTF is a tournament. I have been to most of the West Coast Melees, and each one is a blast.

## **HTBI: Do you like to play Fast? Slow? Medium?**

**PS:** Faster is better, but I know I get careless when I start playing too fast.

## **HTBI: Do you have any pet peeves about players?**

**PS:** I guess the only pet peeve I have is when my opponent is not playing to have fun, but is solely playing to win

## **HTBI: How often do you get to play?**

**PS:** Not enough. I shoot for once a month as well as an ongoing VASL game.

## **HTBI: Let's talk about some of your favorites in ASL...**

### **Favorite Vehicle?**

My favorite vehicle is one that brews up easily so at least I get some smoke.

### **Favorite nationality?**

I enjoy playing the British since I always seem to cower at the

worst possible times.

## **Favorite troop type?**

German 548's are my favorite. You can move them and still have great firepower in the AFPh. With 8 morale, they also hold up well.

## **Favorite theater of war?**

ETO or PTO. Playing more DTO scenarios is currently on my list of to do's.

## **Favorite Tactical Situation? Why?**

Mid-sized engagements with combined arms. They allow for enough leeway if you have a string of bad dice rolls.

## **Favorite Scenarios?**

Red Barricades. It's just cool. Also, another great one I played was Head Hunting for Bloody Huns. German paratroopers landing basically unarmed and on top of British units. What's not to like?

## **Favorite product produced to date? Why?**

Red Barricades. It's a classic and a blast.

## **HTBI: What do you think about DYO? Ever tried it?**

**PS:** DYO can be a great way to play ASL. I have played a couple of scenarios that were DYO and enjoyed them. It adds more to the fog of war aspect, but it also takes longer to get everything set up.

## **HTBI: CG versus one-shot games...any preference? Why?**

**PS:** CGs are great and I would play more of them except for the time and space issues.

## **HTBI: Best ASL experience...**

**PS:** The best recent experience would be the Hero vs. Hero games that were played at WCM V. These were an absolute blast.

## **HTBI: Worst ASL experience...**

**PS:** Worst experience would be at my first WCM when an opponent refused to let me bring on my reinforcements because I already rolled for wind.

## **HTBI: What Would You Like To Try Next?**

**PS:** Dogs of War. I have heard only great things about this scenario.

## **HTBI: How could the game be better?**

**PS:** I think it's pretty sweet right now; well once we get Armies of Oblivion.

## **HTBI: Top 3 things You'd Recommend To A Grogard?**

1. Be a gracious winner or loser.
2. Don't pound on a newbie too much. We want them to stick with the game.
3. And most importantly, have fun!

## **HTBI: Any Final Comments?**

**PS:** Just a harmless plug. Don't forget to visit the website! [www.socalasl.com](http://www.socalasl.com)





("Marching Orders" Continued from page 9)

running just a wee bit behind schedule to complete this Challenge in a "timely fashion." More importantly, I see a couple of ASL Clubs mustering 14 guys to have a great time blazing away at each other. Kudos to Tom for once again drawing the ASL world a little bit closer and for helping folks realize that VASL is a heck of a great way to play ASL.

One last thing before I leave you to the rest of this issue...

A reminder to our Playtest Group that we need a few more playings to tighten up our scenarios. I'd like to encourage those of you with a regular weekly game to take a week off and play one of the playtest scenarios with your usual opponent. It's one game and yet it will help out immensely. Post your thoughts... good and bad...to the Playtest List:

[socalas-pt-owner@yahoogroups.com](mailto:socalas-pt-owner@yahoogroups.com)

Ok, one more thing. Take a look at the bottom of the back page. You'll see that all of our new Club officers now have email addresses to help you get in touch with them more easily. Thanks, Paul!

That's it for this issue. Let me know what you think and please consider writing an article in the future.

[Editor@socalasl.com](mailto:Editor@socalasl.com)

## Scenario Cheat Sheet

By Matt Cicero

Enclosed with this newsletter is the Cheat Sheet for:

### Urban Guerillas (J1)

Once again I have fashioned a play aid that combines the basic statistics of vehicles and guns, their special notes and any special influences caused by the scenario...SSRs, the date, etc. Take a look and let me know what you think!

And please send me a note if you find an error! -ed.

## Challenge Cup Standings as of April 30, 2002

Only Active Members are Listed. Highlighted Members have qualified already.  
Gonzo: 5/win, 1/loss, 3/tie (each). Finesse: based on how difficult a record is to achieve.

Member Name	Wins	Losses	Draws	Gonzo Points	Gonzo Rank	Finesse Points	Finesse Rank
Eric Visnowski	6	4	0	34	NA	1.19	NA
Rob Stai	6	4	0	34	NA	1.19	NA
Scott Thompson	6	3	0	33	NA	1.56	NA
Fred Timm	6	2	0	32	NA	2.46	NA
Brandon Liesemeyer	6	1	0	31	NA	5.50	NA
Robert Hammond	5	2	0	27	NA	1.75	NA
Cloyde Angell	4	2	0	22	NA	1.32	NA
Dave Reinking	4	2	0	22	NA	1.32	NA
Matthew Cicero	4	2	0	22	NA	1.32	NA
Herman Frettlöhr	4	1	0	21	NA	2.27	NA
Sheldon Ryland II	4	1	0	21	NA	2.27	NA
Steve Treatman	3	5	0	20	NA	-1.25	NA
Karl Fisher	3	3	0	18	NA	1.00	NA
David Nicholas	3	1	0	16	NA	1.58	NA
Jim Aikens	3	1	0	16	NA	1.58	NA
Bruce Kirkaldy	3	0	0	15	NA	3.68	NA
David Rosner	2	4	0	14	NA	-1.33	NA
Sean Geraghty	2	4	0	14	NA	-1.33	NA
David Myers	2	3	0	13	NA	-1.09	NA
Nadir El-Farra	2	3	0	13	NA	-1.09	NA
Bryan Earll	2	2	0	12	NA	1.00	NA
Chris Castellana	2	2	0	12	NA	1.00	NA
Grady Neely	1	7	0	12	NA	-9.02	NA
Matt Romey	2	2	0	12	NA	1.00	NA
Phil Seymour	2	2	0	12	NA	1.00	NA
Robert Feinstein	2	2	0	12	NA	1.00	NA
Scott Faulk	2	2	0	12	NA	1.00	NA
Paul Simonsen	1	6	0	11	NA	-5.51	NA
Rob St. Clair	2	0	0	10	NA	2.25	NA
Gene Riemenschneider	1	4	0	9	NA	-2.28	NA
David Perham	1	3	0	8	NA	-1.59	NA
Eric Johnson	1	3	0	8	NA	-1.59	NA
Eric Morton	1	3	0	8	NA	-1.59	NA
Joel Berryhill	1	1	0	6	NA	1.17	NA
Charles Hammond	1	0	0	5	NA	1.73	NA
Kevin Ryan	1	0	0	5	NA	1.73	NA
Bill Carroll	0	3	0	3	NA	-3.69	NA
Karl Johnson	0	3	0	3	NA	-3.69	NA
Steve Svare	0	2	0	2	NA	-2.26	NA
David Sessions	0	1	0	1	NA	-1.74	NA
Mario Goldgorin	0	1	0	1	NA	-1.74	NA
Brian Abela	0	0	0	0	NA	1.00	NA
Dave Coleman	0	0	0	0	NA	1.00	NA
Don Petros	0	0	0	0	NA	1.00	NA
Lance Roberts	0	0	0	0	NA	1.00	NA
Stance Nixon	0	0	0	0	NA	1.00	NA

Challenge Cup rules are posted at [socalasl.com](http://socalasl.com). You can also contact our Challenge Cup Coordinator, Matt Romey, with any questions: [ChallengeCup@socalasl.com](mailto:ChallengeCup@socalasl.com)

# Did you Know?

By Matt Cicero



How many times have you stared at the gasping cardboard body of your freshly wounded 9-2 and wondered just how your opponent's sniper managed to nail him amidst the clutter of counters on the board? Meanwhile, your own sniper has managed to nail the same lousy HS twice and ignored your opponent's crit-happy gun crew. Well, here are a few thoughts that might help you get the most out of your sniper...and the least out of your opponent's!

## Your Sniper

Move that sniper! Ignore that "warm" activation if there is nothing nearby that is going to really suffer from the subsequent attack. Relocate your sniper to prepare for the NEXT activation...especially if you have a high SAN or a very long game (or CG) where future activations are more likely.

Place/move your sniper near enemy rally areas. A sniper that hits a stack of non-DM brokies will re-DM them all no matter who is targeted. And, as a bonus, you just might nail the leader trying to rally the troops.

When placing a sniper in an area of concentrated targets, try placing the sniper on a unit you do NOT wish to target. It is likely that another unit will get hit since the sniper must move if activated.

When placing a sniper, think about where your opponent's troops will be 2 turns from now.

## His Sniper

Remember that a sniper must obey the hexgrain when it activates. Leaving high-value targets (leaders, CE-vehicles) along a hexrow increases the likelihood that it will be hit directly when the sniper activates.

If your troops leave your opponent's sniper in the dust, make sure an expendable unit lags behind and remains the nearest target for that sniper. It is very easy to lose a kill stack in the rear of your formation simply because it was the rear-most of your units.

Protect your leader by deploying a squad in the same hex. There will be more units involved if your sniper nails that stack and thus a higher chance in the subsequent random selection roll that the leader will survive.

Do the math. Take a minute and figure out where the enemy sniper could go if it activated, and thus, how likely it is the sniper will hit you where it hurts. I am usually comfortable if the sniper has only a 6 in 36 chance of doing something really bad. If the chance is higher, I will do something to lower the odds.

Place a relatively expendable unit near your critical units but make sure they stand in terrain with a lower TEM. Remember that if the sniper lands equidistant, it will attack the unit in lower TEM.

Move your sniper where it can be targeted by your opponent's sniper. This is particularly effective if your SAN is 2 or 3 since it is unlikely you will get an activation anyway!

Love your dummies. Even if your opponent knows which stacks are dummies, keep them healthy! Properly positioned, they just might soak off a sniper attack or two!



## **Upcoming Events...**

05/18/02: Spring One-Day Tourney  
06/15/02: SoCal Family Day: Patton Museum  
08/10/02: Dog Days of Summer One-Day

## ***The Southern California ASL Club***

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## Contributors

Jim Aikens, Matt Cicero, Chuck Hammond, Robert Hammond, Brandon Liesemeyer, Tom Repetti, Paul Simonsen, Scott Thompson

## Credits

Miller, Edward G., *A Dark and Bloody Ground*, Texas A&M University Press, College Station, 1995.

Thanks to Rodney Kinney for the use of VASL map/counter images. ASL and all its components are copyrighted and trademarked by Hasbro.

# URBAN GUERRILLAS [J1]

Pz V G		75LL	ID:	
MP (Full-Track):	*15	AF	H	T
Size Mod:	-1	Front	18	14
Turret:	ST	S/Rear	6	6
MA: sN8 T 75LL ROF:1				
SA:				
AP TK: 23, HE TK: 7				
MGs: (B/C/AA/R) 3 / 5 / 2				
Notes: H GP: N CS: 6				
Stall DR when expending a MP to start.				

Pz IV J		75L	ID:	
MP (Full-Track):	13	AF	H	T
Size Mod:	+0	Front	8	6
Turret:	ST	S/Rear	3	4
MA: s8, sN9 T 75L ROF:1				
SA:				
AP TK: 17, HE TK: 7				
MGs: (B/C/AA/R) 3 / 5 / 2				
Notes: GP: N CS: 6				

SPW 251/1		ID:	
MP (Half-Track):	16	AF	H T
Size Mod:	+1	Front	1 1
Turret:	OT	S/Rear	1 1
MA: AAMG ROF:1			
SA:			
AP TK: 4			
MGs: (B/C/AA/R) - / - / 3			
Notes: GP: N 15PP/T7 CS: 5			

FlaK 18 (AA)	
Gunshield: No	
Size Mod: -1	
M#: 4	
Turret: T	
MA: T 88L ROF: 2	
AP TK: 20	
Notes: C, N	
While limbered: MA:T, ROF 1, B11.	
Use 88 for TH# and 88L for TK#.	

IS-2m		122L	ID:	
MP (Full-Track):	13	AF	H	T
Size Mod:	+0	Front	26	18
Turret:	ST	S/Rear	11	11
MA: No IF T 122L B(11) ROF: 0				
SA:				
AP TK: 25, HE TK: 12				
MGs: (B/C/AA/R) 1/4 / - / 2				
Notes: B, G GP: N CS: 6				
BMG: +1 DRM to all fire at a moving/Motion target.				

IS-2m		122L	ID:	
MP (Full-Track):	13	AF	H	T
Size Mod:	+0	Front	26	18
Turret:	ST	S/Rear	11	11
MA: No IF T 122L B(11) ROF: 0				
SA:				
AP TK: 25, HE TK: 12				
MGs: (B/C/AA/R) 1/4 / - / 2				
Notes: B, G GP: N CS: 6				
BMG: +1 DRM to all fire at a moving/Motion target.				

T-34/85		85L	ID:	
MP (Full-Track):	16	AF	H	T
Size Mod:	+0	Front	11	11
Turret:	T	S/Rear	6	8
MA: A6, sD6 T 85L ROF:1				
SA:				
AP TK: 17, HE TK: 8, APCR: 19				
MGs: (B/C/AA/R) 2 / 4 / -				
Notes: J GP: N CS: 6				
Contrary to Russian Vehicle Note J, these T-34/85s have unlimited use of their sD6.				

T-34/85		85L	ID:	
MP (Full-Track):	16	AF	H	T
Size Mod:	+0	Front	11	11
Turret:	T	S/Rear	6	8
MA: A6, sD6 T 85L ROF:1				
SA:				
AP TK: 17, HE TK: 8, APCR: 19				
MGs: (B/C/AA/R) 2 / 4 / -				
Notes: J GP: N CS: 6				
Contrary to Russian Vehicle Note J, these T-34/85s have unlimited use of their sD6.				

T-34/85		85L	ID:	
MP (Full-Track):	16	AF	H	T
Size Mod:	+0	Front	11	11
Turret:	T	S/Rear	6	8
MA: A6, sD6 T 85L ROF:1				
SA:				
AP TK: 17, HE TK: 8, APCR: 19				
MGs: (B/C/AA/R) 2 / 4 / -				
Notes: J GP: N CS: 6				
Contrary to Russian Vehicle Note J, these T-34/85s have unlimited use of their sD6.				